JOIN OUR OFFICIAL FAN CLUB

BECOME A JUNIOR POWER RANGER.

It's true! You can become a member of our elite Power Rangers team by joining the *Mighty Morphin Power Rangers Official Fan Club*. As a Junior Power Ranger, you'll get all kinds of exclusive Power Rangers Fan Club stuff you won't find in any store! Check Out What You Get...

*** OFFICIAL I.D. CARD AND CERTIFICATE * 6 AUTOGRAPHED POWER RANGERS PHOTOS * EXCLUSIVE POWER RANGERS FAN CLUB VIDEO * EXCLUSIVE POWER RANGERS POSTER * NYLON "POWER LUNCH" BAG * IRON-ONS FOR YOUR T-SHIRTS * TATTOOS & STICKERS * SHOELACES * MUCH, MUCH MORE.**

™ & © 1994 Saban Entertainment, Inc. and Saban International N.V. All Rights Reserved.

For Faster Delivery By Credit Card: 1-800-300-6993

Yes, send me my Mighty Morphin Power Rangers Official Fan Club Membership and Kit for just $17.95! ($18.90 for California residents, $21.00 U.S. dollars for Canadian residents). Enclosed is my check, money order or valid Visa, Mastercard or Discover number.

MEMBER NAME _____ ADDRESS _____

CITY _____ STATE _____ ZIP _____ BIRTHDATE ___/___/___ SEX _____

METHOD OF PAYMENT: CHECK ❑ MONEY ORDER ❑ VISA ❑ MC ❑ DISCOVER CARD ❑

PHONE # ( ) _____ NAME OF CARD HOLDER _____

CARD# _____ EXP. DATE _____ SIGNATURE _____

SEND THIS ORDER FORM BY MAIL TO: Power Rangers Fan Club , P.O. Box 222, Hollywood, CA 90078
PLEASE MAKE CHECKS / MONEY ORDERS PAYABLE TO: POWER RANGERS FAN CLUB.

All U.S. orders will be sent via Federal Express (except P.O. Boxes, which will be sent via U.S. Mail). Fan Club price includes shipping and handling fees. Allow 4 to 6 weeks for delivery.

CDG1

Sega, Sega CD, and Welcome to the Next Level are trademarks of SEGA. Mighty Morphin Power Rangers: TM and © 1994 Saban Entertainment, Inc. & Saban International N.V. All Rights Reserved. This game is licensed by Sega for home play on the Sega CD system only. Unauthorized copying, reproduction, rental, public performance or broadcast of this game is a violation of applicable laws. ©1994 SEGA, P.O. Box 8097, Redwood City, CA 94063. All rights reserved. Made and printed in the U.S.A.

SEGA™

SEGA CD™

OFFICIAL SEGA SEAL OF QUALITY

4442

A SEGA TRUVIDEO™ PRODUCTION

SABAN'S MIGHTY MORPHIN POWER RANGERS™

ALL LIVE VIDEO ACTION ADVENTURE!

KIDS TO ADULTS

K-A™

AGES 6+

Warnings

READ BEFORE USING
YOUR SEGA VIDEO GAME SYSTEM

Epilepsy Warning

A very small percentage of individuals may experience epileptic seizures when exposed to certain light patterns or flashing lights. Exposure to certain patterns or backgrounds on a television screen or while playing video games may induce an epileptic seizure in these individuals. Certain conditions may induce undetected epileptic symptoms even in persons who have no history of prior seizures or epilepsy. If you, or anyone in your family, has an epileptic condition, consult your physician prior to playing. **If you experience any of the following symptoms while playing a video game — dizziness, altered vision, eye or muscle twitches, loss of awareness, disorientation, any involuntary movement, or convulsions — IMMEDIATELY discontinue use and consult your physician before resuming play.**

Owners of Projection Televisions

Still pictures or images may cause permanent picture-tube damage or mark the phosphor of the CRT. Avoid repeated or extended use of video games on large-screen projection TVs.

About Audio Connectors

If the Audio connection is made to your television from the Sega CD, the Mixing Cable must be used to connect the headphone output jack on the front of the Genesis to the MIXING input jack on the rear of the Sega CD. If the Audio connection is made to your television from the Sega Genesis (using either the RF cable or a Video Monitor cable), the Mixing Cable must NOT be used.

Contents

Starting Up 1
Grab the Dragonzord by the Horns! 2
Play Controls 3
Skill Levels 3
Watch the Screen 4
Three Ways to Move 5
Restoring Your Health Bar 6
Scoring 7
Continues 8

Starting Up

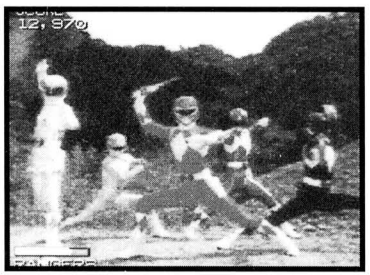
1. Set up your Sega CD and Sega Genesis™ systems by following the instructions in their manuals.
2. Plug in one control pad.
3. Turn on the TV or monitor and the Genesis. The Sega CD logo will appear on screen. (If nothing appears, turn the system off, and make sure it is set up correctly before turning it on again.)
4. Place the Sega CD compact disc into the disc tray, label side up. Close the tray or CD door.
5. If the Sega CD **logo** is on screen, press the **Start Button** on the control pad to begin the game. If the **control panel** is on screen, move the cursor to the CD-ROM button and press **Button A**, **B** or **C** to begin.
6. At the Title screen, press **Start** to begin some of the most intense combat of your life! Soon you, too, will feel the wrath of Rita Repulsa!

Grab the Dragonzord™ by the Horns!

At last, after 10,000 years, evil intergalactic sorceress Rita Repulsa™ is freed from her far-flung dungeon. Good for her . . . and BAD for everyone else! Now, from her castle on the moon, the horse-laughing harridan plots to control the universe!

Her first target is planet Earth. Using her league of horrors, she is out to destroy everything she can get her hands on.

The only thing standing in her way is a brave team of teenage warriors. Jason, Zack, Kimberly, Trini and Billy have been hand-picked by Zordon™, an inter-dimensional being with magical powers that rival Rita Repulsa's. These energetic masters of the martial arts summon the power of the ancient dinosaurs and morph into the Mighty Morphin Power Rangers™.



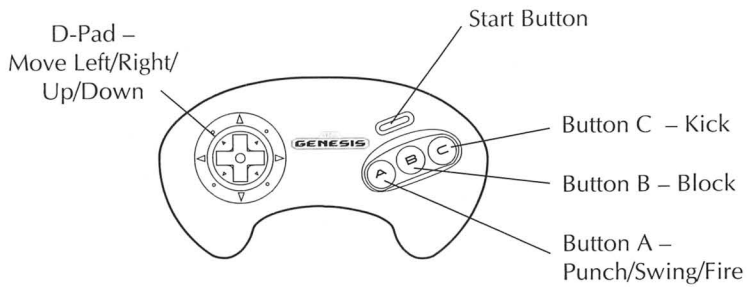
When Rita's monster henchmen become a really BIG problem, the Power Rangers' special vehicles, the Dinozords™, combine to create the powerful Megazord™. Then the battle really kicks up the dirt!

But Rita has a few nasty tricks up her wicked silk sleeve. Among them is the Green Ranger™, a teenager she has hexed into fighting for the wrong side. Can the other Power Rangers defeat the Green Ranger and his mighty mecha, the Dragonzord, and convince him to change sides? They could sure use his help in the battles ahead!

Join the Mighty Morphin Power Rangers as they punch, leap and spin kick their way ever deeper into Rita's clutches. Your job is to make all the right moves, to make sure the Power Rangers get the job done. And that's gonna take some fast action on your part.

So warm up those trigger fingers. IT'S MORPHIN TIME!

Play Controls



Use the control pad to play the game. When you see different symbols appear on the combat screen, press the same controls on the control pad. It's just like you're one of the Power Rangers™. You've gotta make the right moves to win!

Skill Levels

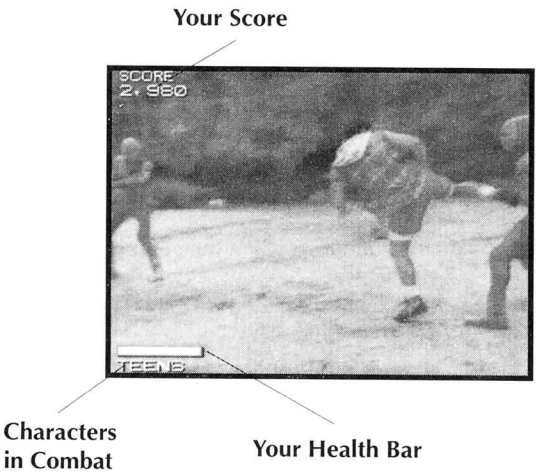
Choose one of these skill levels before you start the game. Press the **D-Pad** up/down to choose a level, and press the **Start Button**.

Beginner Start
An easier mode that lets you learn how to play. You'll have to make fewer moves than in the Intermediate and Expert Modes, and you will be given more time to react.

Intermediate Start
Although you are given more time to react, you are required to make the same number of moves as the Expert Mode. Hone those skills if you want to move up!

Expert Start
Intense combat that takes all your skill and concentration! The moves are faster and damage for wrong moves is more severe. You lose points for pressing a play control too soon. Your timing has to be just right in order to win!

Watch the Screen



You'll play through nine Episodes of fast, furious Power Rangers™ combat. Each Episode gets more intense, as the Power Rangers sink deeper into danger in their battle to defeat evil Rita Repulsa™!

When you see a symbol appear on screen, quickly press that **Action Button** or **D-Pad** direction. If you make the right move, your Health Bar will be untouched. If you make a wrong move, or you're not fast enough, the screen will shake, you'll hear a buzzer, and your Health Bar will decrease.

Your score is based on making the right moves in the quickest amount of time. (See **Scoring** on page 7.)

Three Ways to Move

Direction

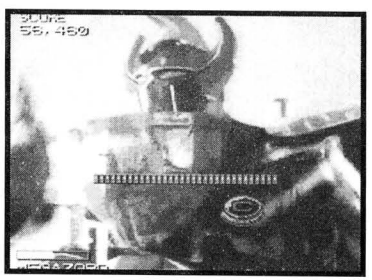
When one of the Power Rangers™ is running or dodging out of the way, you may see a direction arrow appear, moving toward the edge of the screen. Press the **D-Pad** in the same direction to make the right move.

Single Button Press

A specific action, such as a punch or swing, will call for a single button press. You'll see a button symbol appear. Press the same **Action Button** on the control pad to make the right move.

Multi-Button Press

When the Power Rangers are about to take massive damage, you'll need to press a number of buttons very quickly, in a limited amount of time. A bar graph will appear. You must rapidly press all three **Action Buttons** — **A**, **B** and **C** — to light up the graph before the time runs out.



Restoring Your Health Bar

Even the Power Rangers™ take their share of hits. When you make a wrong move, or don't move fast enough, your Health Bar decreases. But as long as you have some health left, you're still in the game.

During the morphing segments in combat, your Health Bar will gradually increase:

- If your Health Bar is low, you'll only have time to regain partial health.
- If your Health Bar is nearly full, you'll regain full health.
- If the Health Bar is full and you still have healing time, additional points will be added to your score.

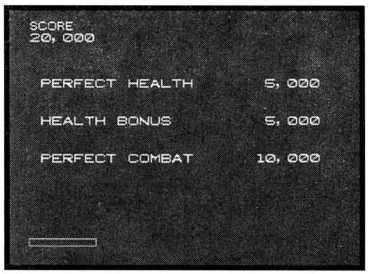
Secret Moves

In combat, when your Health Bar starts to increase during the morphing sequences, you can double the health you gain back! If you press the correct sequence of buttons, you will gain twice the amount of restored health.

Each area has its own secret move, which can be one, two or three button presses in a row. In each morphing stage, you will get a visual clue about which buttons to press. For example, in Episode 1, when the teens morph into Power Rangers, press the **D-Pad UP** when they jump up to gain additional health.

Look for other visual clues during the morphing sequences to gain twice as much health. That spells DOUBLE TROUBLE for Rita Repulsa™ and her Putty Patrol™!

Scoring



Your points are tallied on the Score screen at the end of each Episode.

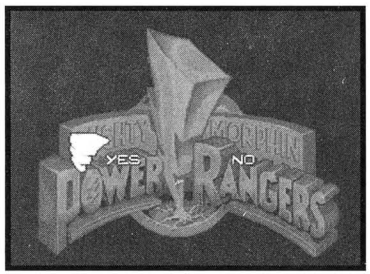
You are scored on these items:

Health	How much health you have left at the end of the Episode.
Perfect Health	You get a bonus score if you have a full Health Bar when the Episode ends.
Perfect Combat	You receive this excellent bonus score if you performed all the moves exactly right and you took no damage.

In addition:

- You gain points for making the correct moves. The faster you make the right moves, the higher your score will be.
- If you press the wrong button, but then immediately press the right button, you'll still score, although not as high.
- You lose health when you press the wrong button, or fail to press any button before the time runs out.
- You earn a bonus every 50,000 points in Beginner Mode, 75,000 points in Intermediate Mode, and 100,000 points in Expert Mode. Continues are awarded at the end of the episode in which you earned them.

Continues



If your health bar runs out, that's it! Rita Repulsa™ now has a clear field to take over the universe, without the Power Rangers™ to get in her way.

But . . . wait a minute. There's such a thing as Continues. When you have 'em, you can get back in the game from the start of the last scene you played. Highlight **YES** on the Continue screen and press the **Start Button** to resume play.

You begin the game with no Continues. But you can earn more. The higher your score is, the more Continues you can rack up. (See **Scoring** on page 7.) You'll receive your additional Continue(s) on the Score screen at the end of each Episode.

When you run out of both health and Continues, the game is over.

Power Rangers CD Game Team

Game System Programming:	Chuck Batson, Orion Technologies, Inc.
Game Design:	Tony Van
Cinepak Modifications:	Kathy Bayless
Digital Video Compression:	Katy Weathers
Video Editor:	Scott Reynolds, Yeah Studios
Art:	Rolf Weber, Jenny Martin
Sound Effects:	Rolf Weber
Producer:	Tony Van
Assistant Producers:	Vince Nason, Greg Becksted
Product Manager:	Peter Loeb
Associate Product Manager:	John Garner
Manual:	Carol Ann Hanshaw

Saban Entertainment, Inc.

Executive Producers:	Haim Saban, Shuki Levy
President of Childrens Group:	Peter Dang
Vice President of Development:	Joel Andryc

Bandai America, Inc.

Frank Ward
Shin Ueno

Special Thanks: Pacific Video Resources, Muther's Recording Studio, Mike Latham, Jef Feltman, Larry Loth, Patricia Torrelio, Clint Dyer, Nemer Velasquez, Jonathan Stark

LIMITED WARRANTY

Sega of America, Inc., warrants to the original consumer purchaser that the Sega CD compact disc shall be free from defects in material and workmanship for a period of 90 days from the date of purchase. If a defect covered by this limited warranty occurs during this 90-day warranty period, Sega will repair or replace the defective compact disc at its option, free of charge. This limited warranty does not apply if the defects have been caused by negligence, accident, unreasonable use, modification, tampering or any other causes not related to defective materials or workmanship.

To receive U.S. warranty service, call the Sega Consumer Service Department at this number:

1-800-USA-SEGA

To receive Canadian warranty service, call the Sega Canadian Consumer Service Department at this number:

1-800-872-7342

DO NOT RETURN YOUR SEGA CD COMPACT DISC TO YOUR RETAIL SELLER. Return the compact disc to Sega Consumer Service. Please call first for further information. If the Sega technician is unable to solve the problem by phone, he or she will provide you with instructions on returning your defective compact disc to Sega. The cost of returning the compact disc to Sega's Service Center shall be paid by the purchaser.

Repairs after Expiration of Warranty

If your Sega CD compact disc requires repairs after termination of the 90-day limited warranty period, you may contact the Sega Consumer Service Department at the number listed above. If the technician is unable to solve the problem by phone, he or she will advise you of the estimated cost of repair. If you elect to have the repair done, you will need to return the defective merchandise, freight prepaid and insured against loss or damage, to Sega's Service Center with an enclosed check or money order payable to Sega of America, Inc., for the amount of the cost estimate provided to you by the technician. If, after inspection, it is determined that your compact disc cannot be repaired, it will be returned to you and your payment will be refunded.

Limitations on Warranty

Any applicable implied warranties, including warranties of merchantability and fitness for a particular purpose, are hereby limited to 90 days from the date of purchase and are subject to the conditions set forth herein. In no event shall Sega of America, Inc., be liable for consequential or incidental damages resulting from the breach of any express or implied warranties.

The provisions of this limited warranty are valid in the United States and Canada only. Some states do not allow limitations on how long an implied warranty lasts, or exclusion of consequential or incidental damages, so the above limitation or exclusion may not apply to you. This warranty provides you with specific legal rights. You may have other rights which vary from state to state.